Head On

SELECT to cycle through game variations, 1-9.
START to begin game.

Objective is to avoid collisions for as long as possible.

--		--
--	--	--
--	Up	--
Lt	--	Rt
--	Dn	--

At intersections, you can use the buttons, as indicated above, to change lanes.

The speed of your car is increased whilst the paddle is held to the right.

"Driving a high-powered Formula One racing car can be as hazardous on your televion screen as it is in real life.
In Head On the screen is filled with the lanes of a racetrack which spread outwards from a central rectangle. The car under your control can quickly swap lanes to avoid a head on crash with the computer controlled opposition.
Your driver is luckier than his real-life counterpart. For in this dice with death he has three lives to play with, only the third collision is terminal.
Using the handsets you can regulate the speed of your car. By pushing the joystick to the right you increase the speed. To slow down move the joystick to the left.
The game comes complete with small cards which fit on top of the keypads. These are used for directional control of the racing car.
On the bottom of the screen is a clock which keeps track of the number of miles your car has covered.
There are nine different variations including games for one or two players, a role reversal game in which you have to attempt to collide with the computer controlled car, and a version when two cars are computer controlled.
This game runs on the Acetronic MPU 2000 and is available for £14.95 from all the usual Ace[tronic] dealers." - *Computer & Video Games*, issue #10, p. 18.

The English scan of the manual is available for download.